

# PASTFINDER™

## **The Year: 8878**

You are a member of an elite legion of planetary explorers known as The Pastfinders.

## **The Mission:**

Collect artifacts from the mysterious, radiated planet below and drop them off at bases distributed across the lifeless terrain.

## **The Obstacles:**

Searing radiation and a deadly, mechanized landscape defense: the only remnants of an extinct civilization.

**Good Luck.  
And Happy Hunting.**

INSTRUCTIONS FOR ATARI® AND  
COMMODORE 64™ HOME COMPUTERS

**ACTIVISION.**

## GETTING STARTED

- With Power OFF, insert cartridge into computer. Turn Power ON. If using disk, type: LOAD " " .B,1 then press RETURN.
- Plug a Joystick into port one.
- To begin, press START (Atari®) or F1 (Commodore 64®). To Pause the game at any time, hit the space bar. To end Pause, hit the bar again.

## MAP SCREEN

- To choose a direction, move the blinking pointer with the Joystick, then press the red button. Red areas are high in radiation, yellow are moderate, and green are low.
- As you uncover more of the map, BASES (white ovals) and STATIONS (blackened squares) will appear. These are where you deposit your artifacts.
- You begin with one ship in use and four in reserve. Pairs of arrows below the map point the way to extra ships. (A dot instead of an arrow indicates you are already in the right row or column.)
- As you successfully complete each map sector, more of the map will be revealed.

## SUPPLY STATUS SCREEN

This screen displays your current status (rank and number of artifacts delivered) and lists supplies available for use. It will reappear after each sector is explored.

## SUPPLIES

- Activate supplies by moving the arrow to the ones you want with the Joystick and pressing the button. Supplies (except deradiator) remain in use until you deactivate them after clearing a sector. However, if your ship is destroyed, all activated supplies are lost.
- List of supplies:
  - HEAVY METAL**— Slows the rate at which your ship absorbs radiation.
  - BEAM SHIELD**— Protects your ship from enemy fire.
  - SCRAMBLER**— Prevents enemy craft from tracking your ship.
  - DERADIATOR**— Eliminates accumulated radiation (gauge drops to zero).

## THE PLANET

- Your ship only moves forward. To veer right or left, move Joystick in that direction. To leap over obstacles, tap Joystick forward. To slow, pull Joystick back.
- To fire laser, press red button. Points vary for each type of enemy mechanism and drone ship destroyed.
- A radiation gauge is at the bottom of the screen. When levels get too high, you lose a ship. Destroy the small hovering crystals to reduce radiation.
- Pick up artifacts (plate shaped objects that do not explode when hit) with your ship and deposit them at bases or stations. BASES are rectangular; for each artifact delivered to a base, you will get a radiation-free second. STATIONS are legged platforms; for each artifact delivered to a station you will get a second of invulnerability.

Also watch for box-like time capsules. These, buried by history-conscious members of the planet's extinct race, contain five artifacts each.

The counter at the bottom right of the screen keeps track of the artifacts you've recovered. (Note: Every time you lose a ship, you lose half your artifacts.)

- Pick up extra ships and supplies strewn across the planet's surface. An extra ship is awarded every 5,000 points.
- When you finish a sector, you automatically return to the map and status screens.

Original design by David Lubar.

Commodore version by Tim Wilson.

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